Dmitry Martsulianis

HACKATHON – “ENTERTAIMENT”

Topic: Reduce stress and anxiety (entertainment, etc).

Goals:

1. Store user’s preferences
2. Store different kinds of entertainment in tables in database
3. Fetch a response for user
4. Send message on Slack
5. ± Store user’s feedback to optimize responses

Detailed:

1. Storing user’s preferences - When first time launching the program to ask the user what kinds of entertainments they would prefer (ie. Random jokes, random facts, etc. depending on APIs that’ll be used) ans saving them in json file for future references
2. Store entertainment in tables in database – like preferences, upon launching the program for the first time to fetch specified number of responses from different APIs creating tables for them in Postgres
3. Upon user’s decision whether it to be specific kind of response (ie. Joke) and therefore ignoring initial preferences or random (considering preferences), get an item from data base
4. Send message on Slack – Following the previous step, sending a response in a Slack channel (specifically created for the project)
5. Store user’s feedback – get and save user’s feedback on how they felt on answer to optimize future responses effect

Requirements:

* Psycopg2
* Python – dotenv
* requests